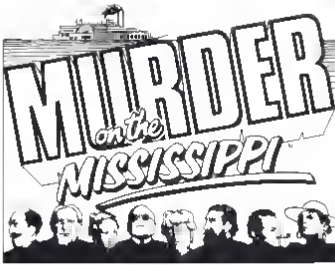
The Adventures of Sir Charles Foxworth™



An Adventurer's Guidebook

Instructions for Commodore 64™ and 128™ and Apple® II IIe IIc and II Plus Computers

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On the Case

Sir Charles Foxworth, because of his relentless curiosity, keen wit and undaunted bravery, is forever getting involved in tangled tales of murder, mystery and intrigue. It is your good fortune to accompany the renowned British sleuth on his first American case, *Murder on the Mississippi*.

The journey begins just south of St. Louis aboard the *Delta Princess*, a veritable floating palace of a Mississippi riverboat, complete with private cabins, a wheelhouse, a salon and stateroom, even a dark and dingy engine room.

Somewhere somehow on this grand old four decker a murder has been committed. With Sir Charles Foxworth and his loyal companion Reggie Phelps, you'll first discover the victim and then commence to unravel a web of interlocking evidence and alibis. Eventually, you must help Sir Charles determine who among eight equally suspicious passengers and crew members did the dark deed.

The *Delta Princess* is headed for New Orleans. And it all goes according to schedule, she'll dock there in just three days. If she reaches her destination before all the clues are gathered and the proper killer apprehended, it will most definitely be curtains for the criminal.

How You Will Know Who Done It

Murder on the Mississippi is a unique form of entertainment that will thrill armchair players and adventurers alike. To join Sir Charles Foxworth in the annals of great detectives, you'll use a joystick (or a few simple keystrokes on an Apple computer) and all the powers of deduction you can muster.

To get the adventure rolling, you must first stumble upon a real live murder. Of course. From that point on, everyone on the boat will have something to say about the victim and why he or she couldn't possibly have been involved in the crime.

You'll have to listen critically and take careful notes. Then just to make sure everyone is telling the same story, you'll share your notes with other passengers and crew members.

You'll also have to look for clues. You'll search the ship, covering every deck, every room and cubbyhole. Once you obtain a piece of evidence you'll examine it, comparing it with other clues and even questioning passengers about it.

Finally, when you think you've figured out who done it, you'll make an accusation. What will happen after that is... well, another mystery.

All Aboard

Loading the Adventure

To embark on this Mississippi riverboat adventure, first make sure that all your equipment, including main peripherals, is turned off. Then follow the loading instructions for your particular system.

IMPORTANT: Never remove the disk during a game or the adventure will be ruined.

On the Commodore 64

1. Turn on your computer and disk drive.
2. Insert the diskette in your disk drive, label side up.
3. Plug a joystick into port 1.
4. Type **LOAD "*",8,1** and press **RETURN**.

After a short wait you'll see the *Murder on the Mississippi* title screen. To climb aboard and start your adventure, press the joystick button as directed on the screen.

On the Commodore 128:

1. Insert the diskette in your disk drive, label side up.
2. Plug a joystick into port 1.
3. Turn on your disk drive.
4. Hold down the C= key and turn on your computer.
5. Type **LOAD "*",8,1** and press **RETURN**.

After a short wait you'll see the *Murder on the Mississippi* title screen. To climb aboard and start your adventure, press the joystick button as directed on the screen.

On the Apple II IIe, IIc and II Plus.

1. Insert the diskette in your disk drive label end up
2. Turn on your computer. After a short wait you'll see the *Murder on the Mississippi* screen
3. When instructed on the screen remove the diskette from the drive, turn over and reinsert it and press **RETURN**

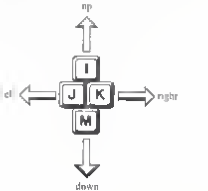
Apple owners have the option of playing with either a joystick or the keyboard

For joystick control plug in joystick. Press joystick button 0 as instructed on the screen

Joystick button 0 can be used for all game play. Joystick button 1 can be used *in the de ks only* to speed up the action

For keyboard control once loading is complete press the CAPS/LOCK key. Then hold down the **CONTROL** key and press **K** to put the game in keyboard mode

To move up, down, right or left use the I, J, K and M keys as shown below



When instructed to use the joystick button, press the **SPACE BAR** instead.

To speed up the action *on the decks only*, press the **F** key.

To return to joystick control, hold down the **CONTROL** key and press **J**.

The Main Menu

Once you've loaded the game, you'll see the following main menu:

Start from the beginning
Pick up from last place saved
Save game where it is now

To begin a new game, point to and highlight **Start from the beginning** and press the joystick button.

To save a game, point to **Save game where it is now** and press the joystick button. This option allows you to save the progress you've made and continue solving the crime at a later time.

To resume a saved game, point to **Pick up from last place saved** and press the joystick button.

NOTE: Whenever you point to **Start from the beginning**, you'll delete any game currently saved.

Strolling the Decks

Few things return the turn-of-the-century American life were as pleasant as a stroll along the decks of a riverboat as she rolled past the lush banks of the mighty Mississippi.

This particular steamwheeler, the *Delta Princess*, has four decks altogether: the promenade deck, which holds the wheelhouse on top; two decks of cabins; and the lower deck, which houses the engine room. All the decks are connected by a series of staircases on both sides of the boat.

When walking along a deck

- To move right: push the joystick to the right
- To move left: push the joystick to the left

To get to the other side of a deck: move to the end of the deck and push forward on the joystick

When you want to change decks

- To go down: move into a stairwell. When Regis asks **Are we going downstairs, m Lord?** press the joystick button to answer Yes Push the joystick in any direction to answer "No."

- To go up: move to the bottom of the stairs. When Regis asks **Are we going upstairs, m Lord?** press the joystick button to answer Yes Push the joystick in any direction to answer "No."

To open doors and enter rooms: move directly in front of the door then push forward on the joystick. Quickly pull back on the joystick to remain outside an opened door.

A Helping Hand

In the course of this adventure, you'll be called on to point to various elements on the screen: items in a menu, pictures of characters, words in a sentence, or pieces of evidence. To simplify matters, Sir Charles Ellsworth has provided you with what he calls his "Helping Hand."

To use the Helping Hand:

1. When standing anywhere on the boat, press the joystick button. At the bottom of the screen, you'll see a menu like this:

   Walk Around
   Inspect
   Examine evidence

   Main menu

   To the right of the menu you'll see the Helping Hand.

2 Push the joystick up to move forward. Pull it down to move backwards. To turn to the right without sidestepping an option move the Helping Hand off the top or sides of the screen.

3 When your character is highlighted press the joystick button.

From here on when you're instructed to point to or highlight a certain game element simply use the Helping Hand.

The Scene of the Crime

As pleasant as it may be to simply stroll with Sir Charles along the decks of the *Delta Princess* as she winds her way down Old Muddy that's hardly what this adventure is about.

A rather nasty crime has been committed and your first job is to find the body. In fact until you do so any information you gather will be of little value.

Explore the ship. Look everywhere. Eventually you'll find the *corpus delicti*. And once you do your fellow passengers will prove to be much more talkative. You'll see.

Notable Encounters

Throughout your adventure on the *Delta Princess* you and Sir Charles will meet some very interesting characters who also happen to be suspects.

You should use each (really) encounter as a fact finding mission as well. To do this you'll first meet and talk to a passenger or crew member then take notes on what he or she has said and finally share those notes with other passengers and crew members.

Making Acquaintances

The first time you enter a character's cabin (see 'Opening Doors and Entering Rooms' page 6) Sir Charles and Regis will introduce themselves. The character will in turn introduce himself or herself.

When these keywords are present, pressing the joystick button will bring up a menu that lists the following line has been added to the menu at the bottom of the screen.

Talk to [character's name]

Point to this line and press the joystick button to call up the following menu:

Tell me about
What do you know about this evidence?
Please follow me
Share notes with [character's name]
Accuse [character's name]
Previous menu

Each of these activities is explained in detail in the next few pages.

Talking to Passengers and Crew Members

It is recommended that you find the corpse before you attempt to talk to the characters on board the *Delhi Princess*.

To talk to a character:

1. Go up to the character and press the joystick button.
2. Highlight **Talk to [character's name]** and press the joystick button.
3. Highlight **Tell me about** and press the joystick button.
4. Highlight **This person** and press the joystick button. You'll see a panel that shows the faces of all the characters you've talked to so far.

Note that the Helping Hand is pointing to the character you're talking to and that below the panel are the words

[Character's name] tell me about ...

yourself

To see what the character has to say about himself or herself press the joystick button

To see what he or she has to say about another character point the Helping Hand to the illustration of that person and press the joystick button

To see what the character has to say about the victim point to **Tell me about ...** and press the joystick button then point to **The victim** and press the joystick button

Taking Notes

Whenever he is asked what it is that makes a sleuth successful Sir Charles Fenzwirth responds with the same answer "Taking very careful notes"

He's right. To facilitate tracking a particularly complex case careful note-taking is crucial. So follow the next instructions closely

During your conversations with passengers and [illegible] you can take notes on what they say about themselves about any other character you've already talked to or about the visions You can take up to three pages of notes from each character

To take notes in your conversation with a character

1 At the end of the character's statement you'll see that Regis says

Would you like the notebook Lord?

Press the joystick button to answer Yes

2 You'll see the character's statement on a black screen accompanied by the Helping Hand

Point to the word you want to put in your notebook and press the joystick button

The words you select will show up in St Charles's handwriting beneath the character's statement

Continue selecting words one at a time until you've chosen all the words you want or until you've filled nine lines. You can have only one line of text from each statement, so choose your words carefully.

If you want to remove a word from your line of notes, simply point to the word you wish to remove and press the joystick button.

4 When you're satisfied with the notes you've taken, point to the word **OK!** on the screen and press the joystick button.

Once you exit the notes you've taken will be permanent, at least for the rest of the current game. If you select the wrong notes, you won't have a chance to change your selections until you start a new adventure.

Sharing Notes

One reason you and Sir Charles take notes is to be able to share what certain characters have said with other characters. Sharing notes can reveal important clues about the suspects and, perhaps, the crime.

For example, one passenger, a man, might tell you that he's said all he can about a second passenger, a woman. But if you share with him something that she has said about *him*, it might lead him to open up a whole new area. I'd suggest, which could very easily lead to a critical clue.

To share notes of course, you must first have taken notes.

To share notes with a character:

1 Go to the person with whom you want to share notes and press the joystick button.

2 Point to **Talk to [character's name]** and press the joystick button.

3 Point to **Share notes with [character's name]** and press the joystick button.

4 Point to **This person** and press the joystick button. You'll see the faces of all the characters you've met so far.

Point to one of the characters (other than the one you are currently talking to). You'll see the name of each topic you can talk about with that person on the lower half of the screen.

6 Press the joystick button to move the Helping Hand to the bottom of the screen, then move the hand up to highlight each line of text. As you highlight each line, the name of the person referred to in each statement will appear on the screen.

You may have accumulated up to three pages of notes. To look at pages 2 and 3, move the hand down to the bottom of the screen and pull back on the joystick.

7 Once you've chosen the note you want to share, highlight it and press the joystick button. The character you're currently talking to will respond to the statement you're sharing.

Press the joystick button to return to the menu.

Taking Notes By Hand

There may be times when you wish to take notes the old-fashioned way, by hand. An Investigator's Diary has been provided at the end of this guidebook for you to do so.

Mind If You Join Me?

You and Sir Charleston will eventually need to enlist the assistance of other passengers and crew members. To do this, you must ask them to follow you around the *Delta Princess*.

To enlist a character's help:

1 Enter the observation cabin.

2 Point to **Talk to [character's name]** and press the joystick button. Point to **Please follow me** and press the joystick button again.

3 Leave the cabin and begin your walk around the ship. There can be only three living characters in any one place at any one time.

Once a character [illegible] you may want to [illegible] wish to shall we say 'dispatch' that person

To part ways with a character:

1 Press the joystick button to call up the menu

2 Point to **Talk to [character's name]** and press the joystick button, then point to **Please go back to what you were doing** and press the joystick button again

Does the suspense if some characters refuse to leave you After all it's *the* riverboat holiday too

The Evidence

In addition to gathering information by keeping and sharing notes from conversations you must also find, collect and examine important pieces of clues and evidence

Finding Evidence

The key to collecting the evidence you need is to look everywhere Leave no stone unturned no door unopened

To look for clues in any given location:

1 Press the joystick button to call up the menu

2 Point to **Inspect** and press the joystick button

If there's any evidence to be found with Sir Charles's keen eye and Rogers's watchful assistance you can be sure you'll find it But you'll have to help them inspect every possible place on the *Delta Princess*

Collecting Evidence

Once you find a piece of evidence, you [illegible] it.

- If Regis asks if he should put a piece of evidence in his **pocket** answer "Yes" by pressing the joystick button.
- To take an inventory of what's in Regis's pocket, point to **Examine evidence** and press the joystick button.

Asking About Evidence

One way to learn more about a physical clue is to ask your fellow passengers and crew members about it.

To question a character about a piece of evidence:

1. Go to the character whom you wish to question, point to **Talk to [character's name]** and press the joystick button.

   Point to **What do you know about this evidence?** and press the joystick button.

Study the list of all the evidence you've gathered so far, point to the item about which you wish to question the character, and press the joystick button.

Consider the character's comment on the evidence and, if it seems important, write it down in the back of his guidebook.

Storing Evidence in the Steamer Trunk

There will be times when you and Sir Charles will want to store a valuable piece of evidence in his steamer trunk.

To put evidence in the trunk:

1. Return to Sir Charles's cabin and press the joystick button to call up the menu.
2. Point to the word **Inspect** and press the joystick button.

[illegible] joystick button [illegible]
[illegible] the steamer trunk

Studying Evidence on the Examining Table

Occasionally a closer look at a piece of evidence will reveal more information about it. When the steamer trunk is still open you can place evidence on the examining table for further study. You can also compare two pieces of evidence by putting them both on the examining table at the same time.

To place evidence on the examining table

1. Point to the item you want to examine and press the joystick button repeatedly until you've placed the item on the examining table.

Point to the word **EXAMINE** and press the joystick button.

Closing the Steamer Trunk

You must close the steamer trunk before you can continue your adventure. Any evidence left on the examining table will automatically go into the steamer trunk when you close it.

To close the trunk, point to the word **CLOSE** and press the joystick button.

When the trunk is closed, the evidence you have gathered will always be in one of two places: the steamer trunk or Regis's pocket.

Making an Accusation

Accusing someone is simple. Solving the mystery in the *Murder on the Mississippi* however is quite another story.

To make an accusation:

Go to the character you want to accuse, go to **Talk to [character's name]** and press the joystick button.

? Point to **Accuse [character's name]** and press the joystick button.

- If you don't have enough evidence to make an accusation Regis will tell you so.
- If you do have enough evidence to make an accusation follow the directions on the screen.

All's Well That Ends Well . . . Sometimes

Murder on the Mississippi has four possible endings with many variations on each one.

Getting It Right

You can save and share all the right conversations accumulate the proper evidence and correctly accuse the murderer in which case you'll have solved the crime. Congratulations.

Getting It Wrong

You can have all the right evidence and still accuse the wrong person. Or you can accuse the right person but with insufficient evidence. In both cases you run the risk of getting thrown off the riverboat.

Getting It

Whenever get the unfortunate victim may also be out to get you. In addition playing around in locked rooms on the *Delta Princess* can be quite risky as many of them are in dangerously ill repair. So do be careful.

Getting to New Orleans

You may try to go to New Orleans before you have all the clues in which case the murderer will get away scot-free.

Hints for the Frustrated

- Look for evidence *everywhere*.
- Talk to *everyone*.
- When taking notes, try to concentrate on facts, not just opinions.
- Taking notes on certain conversations is critical to solving the mystery. If you save a game so as to investigate information you may never succeed in accusing the right suspect in that particular game.

Investigator's Diary

Day One

Day Two

Day Three

ACTIVISION LIMITED 90-DAY WARRANTY

WARNING

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